AMENDMENTS TO THE SPECIFICATION

Please amend the paragraph beginning at page 1, line 6 as follows:

The ~~present invention~~ illustrative non-limiting implementation disclosed herein relates to a game apparatus which displays a game space. More particularly, the ~~present invention~~ exemplary implementation disclosed herein relates to a game apparatus which displays an aiming point on a game screen, the aiming point being ~~used~~ displayed when throwing ~~an~~ a selected item ~~to be used in a game~~ towards an object in the game space.

Please amend the paragraph beginning at page 1, line 14 as follows:

~~Games are known, e.g., shooting games~~Games, in which an aiming point is displayed on a game screen, e.g., shooting games, are presently known in the art of computer video graphics games. In such a game, a player is able to take aim at an enemy character by aligning ~~the~~ an aiming point displayed on the game screen with the· enemy character. This makes it easier for the human player to shoot the displayed enemy character.

Please amend the paragraph beginning at page 1, line 18 as follows:

There is a class of shooting games which not only display an aiming point on a game screen but also change the displayed mode (e.g., appearance) of the aiming point depending on whether the aiming point is properly overlapping an enemy character or not (see Japanese Patent Laid-Open Publication No. 11-259686). This permits the player to know in advance whether a shot which he or she is going to make will actually hit the enemy character, and thus ensures more successful shooting.

Please amend the paragraph beginning at page 2, line 1 as follows:

In a shooting game of the above kind, where there is only one item (e.g., a gun) to be used by the player, there is no disadvantage in changing the displayed mode of the aiming point based solely on whether the aiming point is properly overlapping an

enemy character or not. However, in a game which allows the player to select one of a plurality of items (e.g., a rope, a hook, and a boomerang) and throw the selected item at an object (e.g., an enemy character, a tree, etc.), such that different items will be effective on different objects, it may add to the confusion of the player if the displayed mode or appearance of the aiming point is changed based solely on whether the aiming point is overlapping an object or not.

Please amend the paragraph beginning at page 2, line 10 as follows:

More specifically, if the player has selected a rope (i.e., an item to be thrown at a branch of a tree which the player wishes to climb up) and the aiming point happens to overlap an enemy character which has suddenly emerged, the displayed mode of the aiming point will transition to that which indicates successful targeting. Then, surprised by the sudden appearance of the enemy character, the player may impulsively throw the rope at the enemy character based on the indication of successful targeting, before being able to change the item from the rope to a boomerang (i.e., (e.g., a boomerang) an item to be thrown at an enemy character with which the player wishes to attack[[)]]. This might possibly invite a disadvantageous situation.

Please amend the paragraph beginning at page 2, line 21 as follows:

Therefore, an object of the present invention at least one aspect of the illustrative exemplary non-limiting implementation of a game apparatus disclosed herein is to provide a game apparatus for realizing a game which allows the player to select one of a plurality of items to be thrown at an object, such that the player is allowed to recognize whether the item will be effective on the object before throwing the item.

Please amend the paragraph beginning at page 3, line 1 as follows:

The present invention Accordingly, the exemplary game apparatus implementation disclosed herein is provided with at least one or more of [[has]] the following features to attain the object mentioned above. The reference numerals or the like indicated between below in parentheses are merely provided to help promote a

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better understanding of the ~~present invention~~ implementations illustrated and disclosed herein in light of the ~~embodiments to be described~~ more detailed descriptions later provided, and are not of any limitative nature.

Please amend the paragraph beginning at page 3, line 7 as follows:

A first aspect of ~~the present invention~~ one exemplary non-limiting implementation of a game apparatus disclosed herein is ~~directed to a game apparatus~~ an arrangement for displaying an aiming point on a game screen, the aiming point being for use when an item to be used in a game is thrown by a game character (player object) at an object in a game space, comprising: an object deployment means ([[the]] e.g., CPU 201 executing step S102), [[an]] a game operation [[means]] controller (50) to be operated by a human player, a throwable item selection means ([[the]] e.g., CPU 201 executing step S204), a target object specifying means ([[the]] e.g., CPU 201 executing step S302), a correspondence information storing means (205), a determination means ([[the]] e.g., CPU 201 executing step S303), and a display control means ([[the]] e.g., CPU 201 executing steps S103 and S109). The object deployment means deploys (in a virtual three-dimensional game space) a plurality of objects to be displayed, the plurality of objects including a player object. The throwable item selection means selects, in accordance with an operation made ~~to the operation means~~ using the controller (50), one of a plurality of items which are selectable by the player object as throwable items. Note that a "throwable item" is not limited only to an item to be thrown at a target but also includes an item to be shot, e.g., from a gun. The target object specifying means specifies as a target object an object existing in a direction in which the throwable item is to be thrown. The correspondence information storing means stores correspondence information (FIG. 7) defining which throwable item is effective on which object on an item-by-item basis. The determination means determines an effectiveness of the throwable item on the target object based on the correspondence information. The aiming point data generation means generates aiming point data to be used for displaying an aiming point indicating the direction in which the throwable item is to be thrown, the aiming point being displayed in a display mode (a first or second aim object)

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which is varied depending [[on]] upon a determination result made by the determination means. The display control means performs display control so that the plurality of objects deployed by the object deployment means are displayed on the game screen as three-dimensional images; the aiming point is displayed so as to overlap the target object based on the aiming point data; and thereafter the throwable item appears thrown at the aiming point in response to an operation made to the operation means. Thus, the player is allowed to recognize whether the throwable item will be effective on the target object before actually throwing the item.

Please amend the paragraph beginning at page 4, line 12 as follows:

In a second aspect based on the first aspect, a transparent object is placed (FIG. 22) in a neighborhood of at least one object (e.g., a tree) in the game space displayed on the game screen, the transparent object being visually unrecognizable to the human operator/player. The target object specifying means specifies as the target object one of the transparent objects that is located in the direction in which the throwable item is to be thrown. The correspondence information storing means stores correspondence information (FIG. 24) defining which throwable item is effective on which transparent object on an item-by-item basis. Thus, it is possible to designate an arbitrary portion which a throwable item will be effective on, regardless of the number of objects displayed on the game screen or the shape of the displayed objects.

Please amend the paragraph beginning at page 4, line 22 as follows:

In a third aspect based on the first aspect, the game apparatus further comprises positional a relationship calculation means ([[the]] e.g., CPU 201 executing step S305) for calculating a positional relationship between the player object and the target object. The determination means determines the effectiveness of throwing an item based on the correspondence information (S303) as well as an effective range (FIG. 7) which is defined for each item and a calculation result by the positional relationship calculation means (S306). Thus, before actually throwing the item, the human operator/player is

allowed to recognize whether the target object is located in the effective range which is defined for each throwable item.

Please amend the paragraph beginning at page 5, line 5 as follows:

In a fourth aspect based on the third aspect, the positional relationship calculation means calculates a distance from the player object to the target object, and the determination means determines the effectiveness of throwing an item based on the correspondence information as well as a shooting range, which is defined for each item, and the calculation result provided by the positional relationship calculation means. Thus, before actually throwing the item, the operator/player is allowed enabled to recognize whether the target object is located in the shooting/throwing range [[which]] that is defined for each throwable such item.

Please amend the paragraph beginning at page 5, line 12 as follows:

In a fifth aspect based on the first aspect, the game apparatus further comprises a marking means ([[the]] e.g., CPU 201 executing step S403) for marking the target object in response to an operation made to the operation means, granted assuming that the determination means determines that the throwable item is effective [[on]] upon the target object. The display control means controls (S504, S505) a trajectory of the throwable item so that the throwable item hits the target object as marked by the marking means. Thus, only the object which the throwable item will be effective [[on]] upon is "locked-on", whereas any object which the throwable item will not be effective on upon is not "locked-on", ensuring that the throwable item will hit the "locked-on" object without fail.

Please amend the paragraph beginning at page 5, line 21 as follows:

In a sixth aspect based on the fifth aspect, if a plurality of target objects are marked by the marking means, the display control means controls (S505) the trajectory of the throwable item so that the throwable item hits all of the marked target objects.

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Thus, it can be ensured that the throwable item will hit a plurality of objects which the throwable item will be effective [[on]] upon, without fail.

Please amend the paragraph beginning at page 6, line 1 as follows:

~~These and other objects~~ The various, features, aspects and advantages discussed above of the ~~present invention~~ one or more illustrative exemplary non-limiting implementations disclosed herein will become more apparent from the following detailed descriptions ~~description of the present invention~~ when taken in conjunction with the accompanying drawings.

Please amend the paragraph beginning at page 6, line 8 as follows:

FIG. 1 is a general view showing a game system according to one ~~embodiment of the present invention~~ illustrative exemplary non-limiting implementation of the game apparatus of the game apparatus disclosed herein;

Please amend the paragraph beginning at page 6, line 11 as follows:

FIG. 2 is a block diagram illustrating an exemplary internal structure of a game processing apparatus 20;

Please amend the paragraph beginning at page 7, line 5 as follows:

FIG. 15 shows an exemplary game image in the case where an object exists in the direction in which an item is to be thrown, such that the item will be effective on the object but the object is not within the throwing/shooting range of that item;

Please amend the paragraph beginning at page 7, line 8 as follows:

FIG. 16 shows an exemplary game image in the case where an object exists in the direction in which an item is to be thrown, such that the item will be effective on the object and the object is within the throwing/shooting range of that item;

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Please amend the paragraph beginning at page 8, line 10 as follows:

Hereinafter, an ~~embodiment of the present invention~~ <u>illustrative exemplary non-limiting implementation of the game apparatus</u> will be described with reference to the figures.

Please amend the paragraph beginning at page 8, line 13 as follows:

FIG. 1 is a general view showing a game system ~~according to~~ <u>in accordance with</u> one ~~embodiment of the present invention~~ <u>illustrative exemplary non-limiting implementation of the game apparatus disclosed herein</u>. In FIG. 1, a TV monitor 10 is coupled to the game processing apparatus 20, so that a game image which is generated by the game processing apparatus 20 is displayed on the screen of the TV monitor 10. A DVD 30 is mounted to the game processing apparatus 20. The DVD 30 stores a game program for causing the game processing apparatus 20 to execute game processing (described later), game data to be used for the game processing, and correspondence information (described later). A controller 50 to be operated by a player is coupled to the game processing apparatus 20. An external memory card 40 is mounted to the game processing apparatus 20 as necessary. The external memory card 40 is composed of non-volatile memory so as to be capable of storing the data which is generated during the game process as necessary.

Please amend the paragraph beginning at page 18, line 1 as follows:

As described <u>in the example</u> above, ~~according to the present embodiment,~~ the effectiveness of a throwable/<u>shootable</u> item on an object which is located in the direction in which the throwable item is to be thrown <u>(i.e., a projectile) or shot</u> is determined based on correspondence information defining which item will be effective on which object on an item-by-item basis, and an aiming point is displayed in different display modes depending on the result of the determination. As a result, the player is ~~allowed~~ <u>enabled</u> to recognize whether the throwable item will be effective on the object before actually throwing the item.

Please amend the paragraph beginning at page 18, line 8 as follows:

Although the ~~present embodiment~~ <u>preceding discussion</u> illustrates an example where the first display mode and the second display mode of an aiming point is distinguishable by its shape, the ~~present invention~~ <u>implementation disclosed herein</u> is not limited thereto. The display mode of the aiming point may be varied in any other manner, e.g., based on color differences or differences in flickering frequency, so long as the first display mode can be distinguished from the second display mode.

Please amend the paragraph beginning at page 18, line 14 as follows:

Although the ~~present embodiment~~ <u>preceding discussion</u> illustrates an example where an aiming point is displayed by appropriately updating the game image data which has once been written to the color buffer 203, the ~~present invention~~ <u>implementation disclosed herein</u> is not limited thereto. For example, the aim object may be placed in the game space, and an aiming point may be displayed be applying rendering to the aim object.

Please amend the paragraph beginning at page 18, line 20 as follows:

Although the ~~present embodiment~~ <u>preceding discussion</u> illustrates an example where the effectiveness of a throwable item on a target object is determined based on a <u>throwing/</u>shooting range of the throwable item, the effective range of each item may be set in any arbitrary manner other than a <u>throwing/</u>shooting range. For example, the effective range of a boomerang item may be set to be any region lying above the player object.

Please amend the paragraph beginning at page 18, line 25 as follows:

Although the ~~present embodiment~~ <u>preceding discussion</u> illustrates an application to throwable items, e.g., a rope, a hook, or a boomerang, the ~~present invention~~ <u>exemplary implementation disclosed herein</u> is also applicable to items ~~to be~~ <u>or projectile that are launched or</u> shot, e.g., from a gun <u>or other device</u>.

Please amend the paragraph beginning at page 19, line 4 as follows:

While ~~the invention~~ <u>one or more exemplary non-limiting implementations</u> ~~has been~~ <u>are</u> described in detail <u>herein</u>, the foregoing description is in all aspects illustrative and not restrictive. It is understood that numerous other modifications and variations [[can]] <u>may</u> be devised without departing from the scope of the ~~invention~~.

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